

*Seipeal
de na
Nathrach*

Part 1

the hidden temple

AN ADVENTURE FOR IRON GAUNTLETS

WRITING
william rae

EDITING
matt drake

BRETT M. BERNSTEIN

LAYOUT

BRETT M. BERNSTEIN

SAMPLE

©2004 Spider Dreams and Politically Incorrect Games. All rights reserved.
Original Edition ©2003 Spider Dreams, an imprint of Sacred Wolf, Inc.
Iron Gauntlets and Impresa are trademarks of Politically Incorrect Games.
Seipeal de na Nathrach is a trademark of Spider Dreams, an imprint of Sacred Wolf, Inc.

WWW.PIGAMES.NET

PIG Politically
Incorrect
Games

imPreso™
MODULAR ROLEPLAYING SYSTEM





THE HIDDEN TEMPLE



The Hidden Temple is the first part of the **Seipeal de na Nathrach** (*Temple of the Snake*) story and is set near a mine or other underground structure. Each adventure in this series becomes progressively more difficult and can either be played in order with recurring heroes or independently if you frequently game with different players.

A rules addendum is included on page 26 to enhance your experience with this adventure. Players are encouraged to use the optional *Advanced Heroic* rules in order to give them a slight advantage. Some groups may need a bit more muscle to get through this adventure and one hero capable of using magic is recommended. Additionally, a tactic of retreat and regrouping works well between gaming sessions, as a way to restore health and come back with better suited weapons or reinforcements (this is a good way to introduce new players).

Creature statistics are included for most encounters in order to reduce the director's chores. Feel free to alter these should you need your players to face different challenges. Three new types of creatures are also included with this adventure—rats, kobolds, and nathrach. Generic ability ratings are included so that they may be incorporated into the Iron Gauntlets bestiary and utilized in your own adventures. A few new gimmicks and weapons are also provided, since they are required for these creatures.

Adventure Background

This information should be introduced through rumors, which have spread over a period of a few weeks.

Workers have begun disappearing mysteriously within the caverns of a local mine, and the miners have been unable to find any traces of where they have gone. Word has spread among the miners that the hills are haunted by spirits who guard the treasures of the earth, or that the rock itself is taking revenge on the workers who are taking out the ores. The owners of the mines have investigated the tunnels, and have found strange tracks and marks on the floors of the caverns that seem to lead into the walls. They have been unable to raise a search party from among the miners, as the superstitious workers are terrified of meeting with the same fate as the others. The progress of the operation has almost slowed to a stop in one area of the mine, and the owners are growing frustrated. In order to rectify the situation, they have posted a reward for anyone willing to go into the forbidden shaft and, if possible, put an end to the mystery. The reward is a bounty of 50

gold pieces for any information regarding the cause of the disappearances. Anyone who can end the disappearances will receive 500 gold pieces plus a magical relic which has been in the owners' family for generations (feel free to invent whatever magical relic would motivate your group).

The miners swear that it is a supernatural force behind the disappearances. Some provide *eyewitness* accounts, and tell anyone who asks that they have seen the shadows themselves pull hapless souls into the walls. Others tell second- and third-hand stories of how a group of workers were walking through one of the shafts, and suddenly one of them was gone. Some also claim to have heard strange dogs yipping and barking before or after someone disappears, even though there are no animals around, other than the small birds they take with them into the mines. None of them are willing to show where the abductions took place. If the characters search long enough, they find a dwarf (Cornelius Ironbeard, see page 25) who has spent most of his life in mines and who doesn't believe the stories. He doesn't really care about helping the owners of the mines, or about stopping the disappearances, however. He prefers to keep to himself, and must be given a very good reason to help. The abandoned shaft is not his problem as there are other, more productive shafts to develop. With workers being unwilling to go into the forbidden shaft, he has a larger and more productive crew. The forbidden shaft is a useful tool to urge his crew to work harder; if they begin to fall behind, he can threaten to move them to the abandoned shaft.

There are old folk tales of earth spirits who live in the hills and mountains around the mines. It is said they take the form of serpent-men. Only the elders of the area know the stories, which were used mainly to keep children from wandering too far from home as they played. The most common story is a tale about a boy who became lost in the forest, and wasn't heard from for many years. One day, a woodcutter went into a thick growth of tall trees and began gathering wood. As evening drew near, he was finishing his work and preparing to make camp. He was building a fire when a serpent with a human head and arms rushed at him from the underbrush. It hissed, "*Help me,*" and fell on the woodcutter. Fearing for his life, the man killed the thing with his axe. Only after it was dead did he see the face of the creature. He recognized it through the scales and scars as the boy who had disappeared years before.

Other stories are more vague, though some of the elders claim to have seen the serpent-man spirits wandering the edges of the forest. No one has seen one recently, however. Among the younger populace, it is more common to hear tales of unnatural barking and yipping—dog-like sounds which come from the woods at night. They claim that it is the spirits warning people to stay away from the mines and the woods.



SAMPLE



Beginning the Adventure

Throughout the adventure, you will see text preceded by a \diamond . This indicates that specific rules are provided for making tasks or determining events. This information is to be used as guidelines and may be modified to better suit the mood of the game or skill of the characters.

It is likely at this point that the heroes have been enticed by the reward and have decided to do a little investigating. The best place to start would be the abandoned shaft. Once they reach the first level, events are decided by the path they take through the tunnels (see the map on page 8).

The abandoned shaft is part of a small labyrinth of tunnels off of the main shaft. It is rough-hewn and ten feet across. There are a handful of smaller off-shoots, though none are very deep. It winds about three-hundred yards into the earth before it stops. Near the

end, the odor of damp feathers becomes noticeable. Inside of the off-shoots are secret doors. There is one in each of four side passages. There are a few blurred tracks that were made by small, clawed feet. Drag marks have obscured them. Both seem to lead into the walls. These secret doors lead into a main corridor, which winds downward into the first level.

- \diamond *The blurred tracks are identifiable with a successful survival task at a difficulty of 4.*
- \diamond *The drag marks are noticeable with a successful observation or survival task at a difficulty of 2.*
- \diamond *The secret doors are noticeable with a successful observation task at a difficulty of 3; dwarves receive +1D on this task. If the tracks or drag marks are found and disclosed to the groups, all characters receive +1D on observation tasks for the secret doors.*

Level One the caverns near the mines

The walls on this level are rough-cut and appear to be hastily carved—the creatures who built these tunnels were not trained miners or stonecutters. A dwarf or an experienced miner can tell that the tools used and craftsmanship are crude, and that the construction is less than a year old. The marks made from the construction are more recent the closer they are to the mining tunnels.

The hallways within the caverns on this level are routinely swept clean, although the rooms are scattered with debris and litter. The doors on this level are all makeshift, as though they were once used as tabletops. None of the rooms or hallways are lighted unless otherwise noted.

- \diamond *Roll one die: a random encounter occurs in the entrance passage on a result of a 1, 2, or 3—see Level 1 Random Encounters on page 7.*

1.1 Watch Room

This room holds four kobold watchmen. They are trained to alert the fighters in the common area (Room 1.2) of any intruders. There hasn't been much activity in the area lately, however—this part of the mine has been abandoned. The guards are engrossed in a game of dice and not minding their post.

- \diamond *Characters can hear the guards with a successful observation or survival task at a difficulty of 2. If heard, they sound like the unnatural yapping of dogs.*

If the characters advance stealthily, there is a chance that the kobolds do not notice them (director's discretion). However, if the characters are noticed at all, one of the kobolds runs to Room 1.2 through the side passage and alerts the fighters there. As long as the characters are outnumbered, the defenders are confident that they can drive the invaders out, and do not get reinforcements. The humanoids in Rooms 1.3, 1.9, and 1.11 prepare for a fight if they hear the sounds of a battle in Room 1.2 (again, director's discretion).

Kobold Guards (4)						
fitness	awareness	creativity	reasoning	influence	divinity	
3	5	2	1	0	1	
skills: athletics 4, melee 4, stealth 3, observation 3						
gimmicks: toughness (1), venomous						
natural weapons: teeth (1INJ), claws (1INJ)						
weapons: net, javelin						